When player is farther from Ai than a distance set by a PV

Ai stops

Ai goes until it is δ away from player

Ai faces a bit away form the player, amount depends on distance from player and their class

When player gets within a smaller distance than set by PV and is facing Ai

Ai stays

Ai moves until it is δ away from player

Turn Ai towards player and periodically shoot the player

Block A

Spawn

Public variable = PV

April 21, 2018

“Space Shooty Project”

Unity Engine 5

Version 3

Ai Behaviour Tree  
Basic E Type

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